

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently Amended) A computer implemented method of providing a graphical display for a desktop application, comprising:
 - providing an application programming interface associated with a three-dimensional graphics ~~card~~module, the application programming interface to process ~~at least two-dimensional scene graph commands including at least one of two-dimensional scene graph object commands or two-dimensional scene graph display commands~~;
 - generating at least one two-dimensional scene graph object command to create a respective at least one two-dimensional object;
 - receiving the at least one two-dimensional scene graph object command ~~with the three-dimensional graphics circuit module~~with the application programming interface;
 - generating two-dimensional scene graph data ~~with the three-dimensional graphics circuit module~~ in accordance with the receiving the at least one two-dimensional scene graph object command, the two-dimensional scene graph data including the at least one two dimensional object;
 - storing the two-dimensional scene graph data as part of a scene graph data group in a local memory disposed upon a three-dimensional graphics circuit module coupled to ~~the~~a central processing unit, wherein the three-dimensional graphics circuit module includes a local processor coupled to the local memory;
 - generating a two-dimensional scene graph display command ~~to render~~associated with the at least one two-dimensional object;
 - interpreting the two-dimensional scene graph display command with the three-dimensional graphics circuit module; and

rendering at least one two-dimensional image on the graphical display with the local processor in accordance with results of the interpreting, wherein the at least one two-dimensional image is derived from the at least one two-dimensional object stored in the local memory.

2. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional scene graph display command includes:

receiving object data associated with a selected one of the at least one two-dimensional object; and

associating the object data with the selected one of the at least one two-dimensional object to provide the two-dimensional scene graph display command.

3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and is associated with at least one of an aircraft and a geographic feature.

4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents an aircraft.

5. (Previously Presented) The method of Claim 1, wherein the generating the two-dimensional scene graph data includes generating the two-dimensional scene graph data including at least one of a first two-dimensional scene graph data portion representing a land geography, and a second two-dimensional scene graph data portion representing one or more aircraft.

6. (Currently Amended) The method of Claim 1, further comprising rendering at least one three-dimensional image on the ~~computer screen~~ graphical display in accordance with at least one three-dimensional object stored in the local memory.

7. (Previously Presented) The method of Claim 1, wherein the two-dimensional scene graph data includes at least one text object, the at least one two-dimensional object includes at least one

3 text character, and the at least one two-dimensional image includes at least one text character
4 image.

1 8. (Currently Amended) A computer-readable storage medium having computer readable code
2 thereon for providing a graphical display for a desktop application, the medium comprising:

3 instructions for providing an application programming interface associated with a three-
4 dimensional graphics ~~circuit module~~, the application programming interface to process at least two-
5 dimensional scene graph commands including at least one of two-dimensional scene graph object
6 commands or two-dimensional scene graph display commands;

7 instructions for generating at least one two-dimensional scene graph object command to
8 create a respective at least one two-dimensional object;

9 instructions for receiving the at least one two-dimensional scene graph object command
10 with the three-dimensional graphics circuit module; ~~with the application programming interface~~;

11 instructions for generating two-dimensional scene graph data with the three-dimensional
12 graphics circuit module in accordance with the receiving the at least one two-dimensional scene
13 graph object command, the two-dimensional scene graph data including the at least one two
14 dimensional object;

15 instructions for storing the two-dimensional scene graph data as part of a scene graph
16 data group in a local memory disposed upon a three-dimensional graphics circuit module
17 coupled to ~~the a~~ central processing unit, wherein the three-dimensional graphics circuit module
18 has a local processor coupled to the local memory;

19 instructions for generating a two-dimensional scene graph display command to render
20 associated with the at least one two-dimensional object;

21 instructions for interpreting the two-dimensional scene graph display command with the
22 three-dimensional graphics circuit module; and

23 instructions for rendering at least one two-dimensional image on the graphical display
24 with the local processor in accordance with results of the instructions for interpreting, wherein
25 the at least one two-dimensional image is derived from the at least one two-dimensional object
26 stored in the local memory.

1 9. (Currently Amended) The computer-readable storage medium Claim 8, wherein the
2 instructions for generating a two-dimensional scene graph display command include:
3 instructions for receiving object data associated with a selected one of the at least one
4 two-dimensional object; and
5 instructions for associating the object data with the selected one of the at least one two-
6 dimensional object to provide the two-dimensional scene graph display command.

1 10. (Previously Presented) The computer-readable storage medium Claim 9, wherein the object
2 data is provided by a radar system and is associated with at least one of an aircraft and a
3 geographic feature.

1 11. (Previously Presented) The computer-readable storage medium Claim 8, wherein the at least
2 one two-dimensional object represents an aircraft.

1 12. (Previously Presented) The computer-readable storage medium Claim 8, wherein the
2 instructions for generating the two-dimensional scene graph data include instructions for
3 generating the two-dimensional scene graph data including at least one of a first two-dimensional
4 scene graph data portion representing a land geography, and a second two-dimensional scene
5 graph data portion representing one or more aircraft.

1 13. (Currently Amended) The computer-readable storage medium Claim 8, further comprising
2 instructions for rendering at least one three-dimensional image on the ~~computer screen~~ graphical
3 display in accordance with at least one three-dimensional object.

1 14. (Previously Presented) The computer-readable storage medium Claim 8, wherein the two-
2 dimensional scene graph data includes at least one text object, the at least one two-dimensional
3 object includes at least one text character, and the at least one two-dimensional image includes at
4 least one text character image.

1 15. (Currently Amended) A radar system for providing a graphical display, comprising:
2 a radar for providing radar data representative of an aircraft, wherein the radar data
3 includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data
4 includes a radar-data identifier that associates the radar data with the aircraft;
5 a display processor having a scene graph command generator for generating a two-
6 dimensional scene graph object command to create ~~a respective two-dimensional scene graph~~
7 data including a respective two-dimensional object representative of the aircraft, and also for
8 generating a two-dimensional scene graph display command to render on the graphical display a
9 two-dimensional image representative of the two-dimensional object, wherein the display
10 processor includes an association processor to:
11 receive the radar data; and
12 associate the radar data with the two-dimensional object representative of
13 the aircraft;
14 an application programming interface, ~~associated with a three-dimensional graphics card,~~
15 the application programming interface to process ~~at least two-dimensional scene graph~~
16 commands including at least one of two-dimensional scene graph object commands or two-
17 dimensional scene graph display commands; and
18 a three-dimensional graphics circuit module coupled to the display processor and ~~to~~
19 associated with the application programming interface, wherein the three-dimensional graphics
20 circuit module includes a local memory disposed thereon and a local processor coupled to the
21 local memory, wherein the three-dimensional graphics circuit module stores the two-dimensional
22 scene graph data as part of a scene graph data group in the local memory, wherein the three-
23 dimensional graphics circuit module interprets the two-dimensional scene graph display
24 command, wherein the three-dimensional graphics circuit module generates the graphical display
25 via the local processor in ~~response accordance with~~ to the generation results of interpretation of
26 the two-dimensional scene graph display command, resulting in a display of at least one the two-
27 dimensional image on the graphical display, wherein the at least one two-dimensional image is
28 derived from the at least one two-dimensional object stored in the local memory.

1 16. (Canceled)

1 17. (Currently Amended) The system of Claim ~~46~~15, wherein the radar data is also associated
2 with a geographic feature.

1 18. (Cancelled)

1 19. (Previously Presented) The system of Claim 15, wherein the scene graph command
2 generator is also for generating a three-dimensional scene graph object command to create a
3 respective three-dimensional object.

1 20. (Previously Presented) The system of Claim 15, wherein the two-dimensional scene graph
2 data includes at least one text object, the at least one two-dimensional object includes at least
3 one text character, and the at least one two-dimensional image includes at least one text character
4 image.

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1 21. (Canceled)

1 22. (Canceled)

1 23. (Canceled)

1 24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics
2 circuit module is a three-dimensional graphics circuit card.

1 25. (Currently Amended) The method of Claim 1, wherein the three-dimensional graphics
2 circuit module ~~is~~ generates the entire graphical display via the local processor.

- 1 26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics
2 circuit module is a three-dimensional graphics circuit card.
- 1 27. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics
2 circuit module generates the entire graphical display via the local processor.
- 1 28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics
2 circuit module is a three-dimensional graphics circuit card.
- 1 29. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics
2 circuit module is generates the entire graphical display via the local processor.